

TIMEKEEPER

Your duties as a Science Bowl TIMEKEEPER include:

1. **Operating the official competition time clock.** You will be provided with a clock that shows both minutes and seconds. At the beginning of each of the competition's halves, set the clock at 8 minutes. (For the National event, the halves will be 10 minutes long with a 2 minute break in the middle.) The clock should be started as soon as the Moderator begins to read the first question. The clock should be allowed to run uninterrupted until time expires *unless* there is a question or a rules challenge. At half-time, call "HALF" and at the end of the game call "GAME."

If there is a challenge, stop the clock until the issue is resolved. Restart the timer when the Moderator begins reading the next question. Add time back onto the clock if the Moderator feels that an interruption has unduly used competition time. Again, be certain to explain to the participants that a time correction is being made.

2. **Keeping track of the time for bonus questions.** Each time a team correctly answers a toss-up question, the team will be awarded a bonus question. The students have 30 seconds to begin to answer the bonus question *after* the Moderator has finished reading the bonus question. After 25 seconds in the bonus period has elapsed, please say "5 SECONDS." This is to alert the students that only 5 seconds remain in their bonus period. At the end of the 30-second time period you will simply say "TIME." Please say this loudly enough for all participants to hear. Generally, it will be sufficient for you to time the 30 second interval by reading the clock provided for the match. However, a stopwatch may also be used for this purpose.
3. **On toss-up questions,** one of the teams must answer within 10 seconds of the Moderator's completing the question. Keep track of the 10 seconds allowed, calling "TIME" so that the Moderator will know to proceed to the next toss-up question.

At the conclusion of each half, reset the clock.

National Middle School Science Bowl

TIMEKEEPER

What DO ?
I DO •

1. The basics ...

- It's very important to keep focused on the time -- NOT the game.
- One match is composed of two 8 minute halves at the Regionals.

2. To begin ...

- Timer begins the clock when the moderator starts reading the first question.

3. Students have 10 SECONDS to answer a toss up question.

- After 10 SECONDS, announce "TIME!"

4. Students have 30 SECONDS to answer a bonus question.

- After 25 seconds, announce "5 SECONDS!"
- After the total 30 seconds are complete, announce "TIME!"

5. If there's a challenge, stop the clock.

6. Adding time

- The clock cannot move backwards.

Therefore, track additional time on your watch, then start the game clock after that time has lapsed.

6. Break and final time

- After the first half has lapsed, announce "HALF!"
- Time the 2 minute break between halves.
- After the second half has lapsed, announce "GAME!"

7. Know the rules.

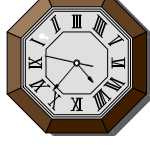
Toss-up Question

10 Seconds = "TIME"

Bonus Question

25 seconds - "5 SECONDS"
30 seconds - "TIME"

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Challenge?

- Stop the clock.

